

# SOME THINGS YOU SHOULD PROBABLY KNOW ABOUT ERIC

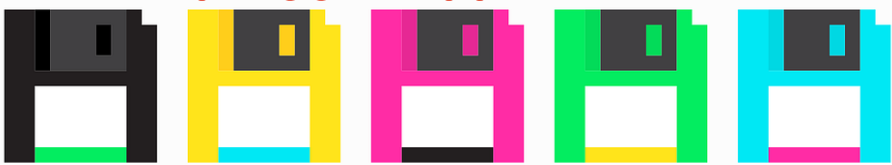


## HE IS OLDER THAN HE LOOKS

Eric is a total "boomer", which means he is now one of the "old dudes" in every room he is at. He is so old he wrote most of his academic writing back in the university using a typewriting machine. It was only until late 90's that he became a PC user.



As a "Digital immigrant", Eric values "old school" things, analogue objects and unplugged approaches to learning.



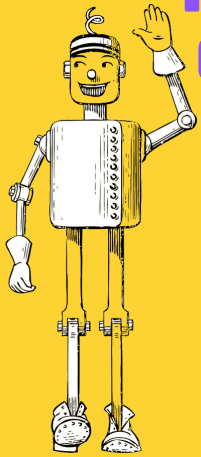
OLD SCHOOL IS COOL

## ERIC REGARDS HIMSELF AS A DIGITAL HUMANIST

Although he is at his core a philologist and a language specialist, he has an eclectic view of the world and deems Computer Science as an extension and complement of humanities.



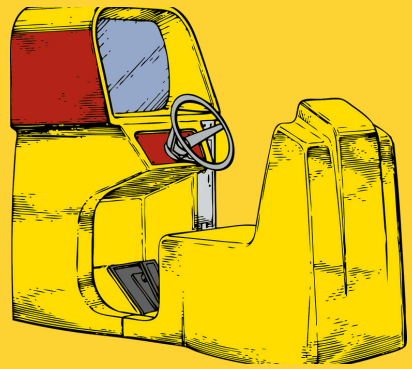
## HE LOVES CREATING STUFF USING A COMPUTER (CLICK ON THE IMAGES)



A conversational Chatbot powered via AI made to teach English in a public school.



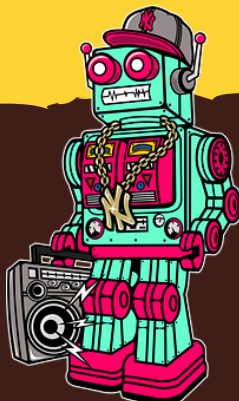
An educational board game designed and developed as part of his PhD program in Korea (it was chosen to participate in the 8th International Competition on Educational Games at the 14th European Conference on Games Based Learning (2020))



Interactive content made to teach kids and teachers the basics of programming by following the hour of code

## HE IS WRITING A BOOK ABOUT TEACHING ARTIFICIAL INTELLIGENCE, MACHINE LEARNING AND DEEP LEARNING FOR KIDS

Eric is a practitioner of AI, Machine Learning and Deep Learning. His field of study is Natural Language Processing and in his free time he researches ways of integrating these techniques to education via S.T.E.A.M methodology.



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